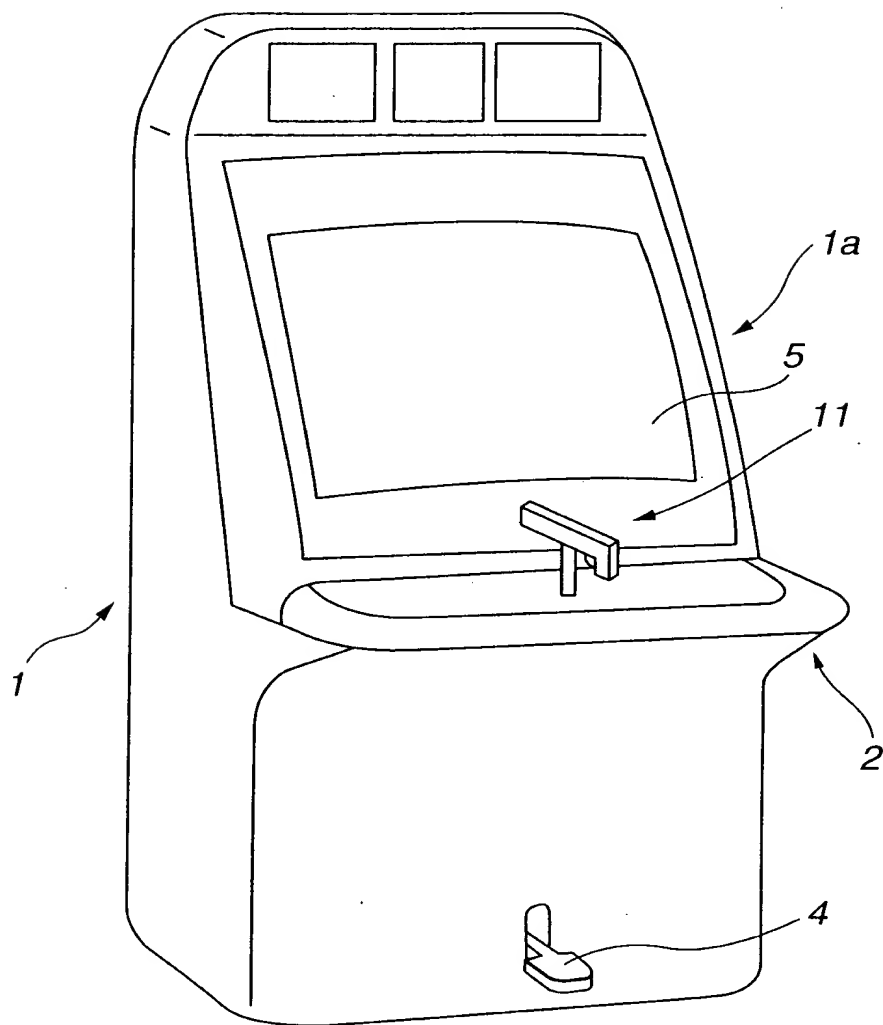
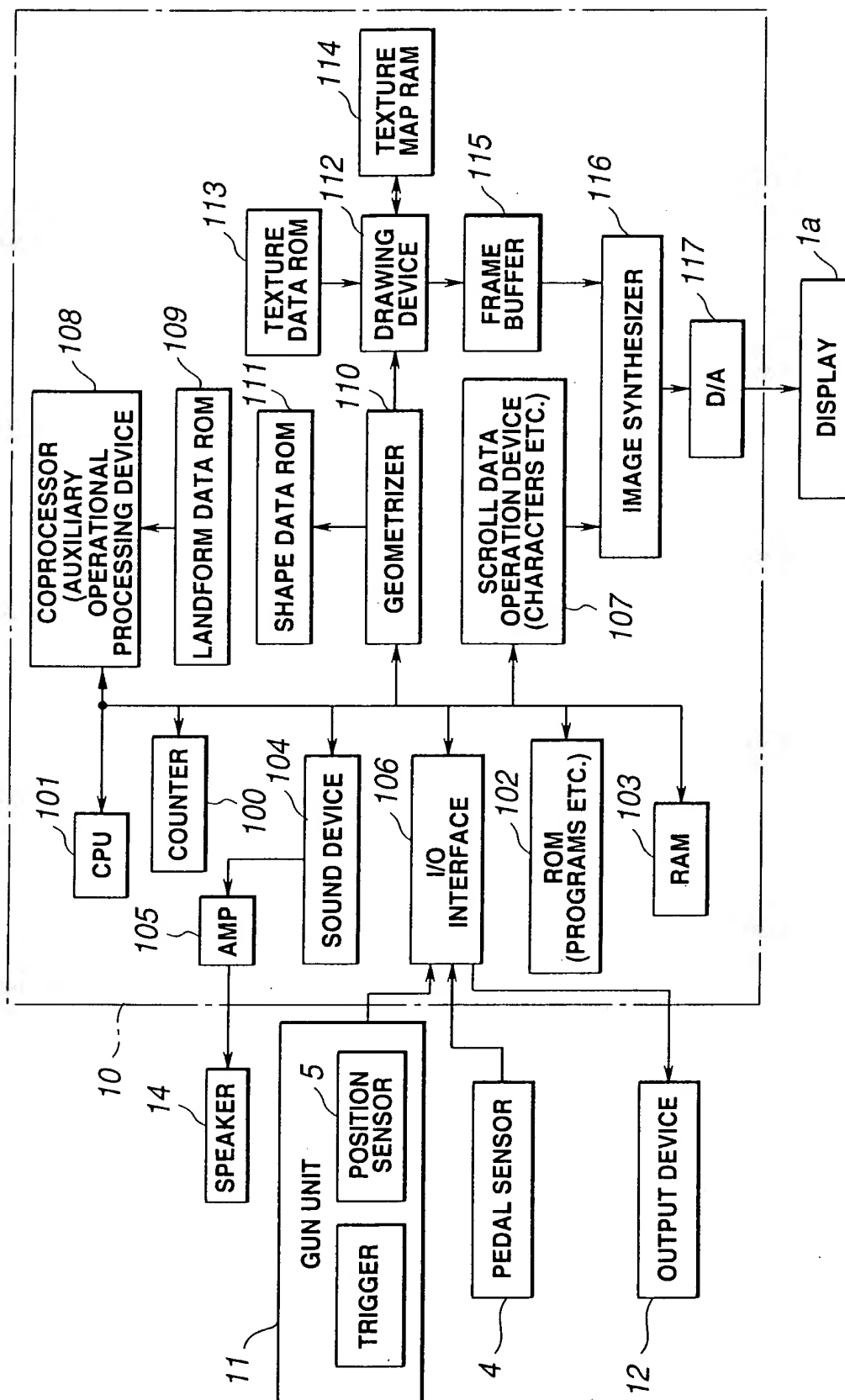


FIG.1



(continued)



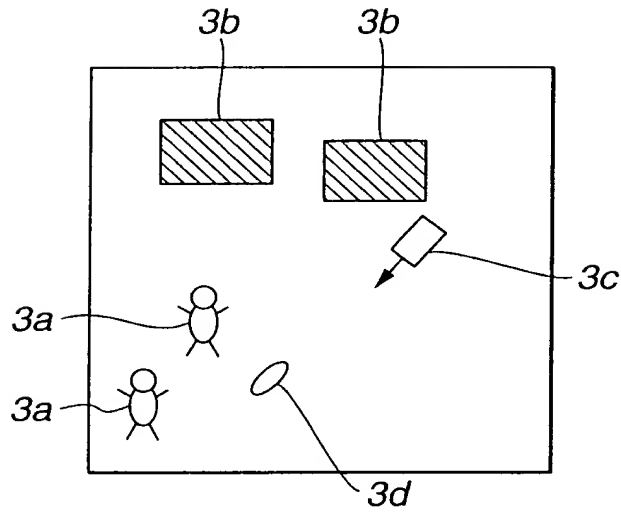
[illegible]

FIG.4

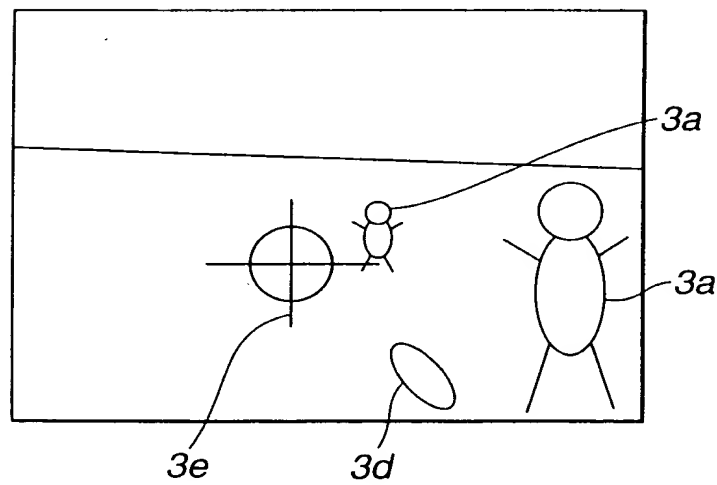
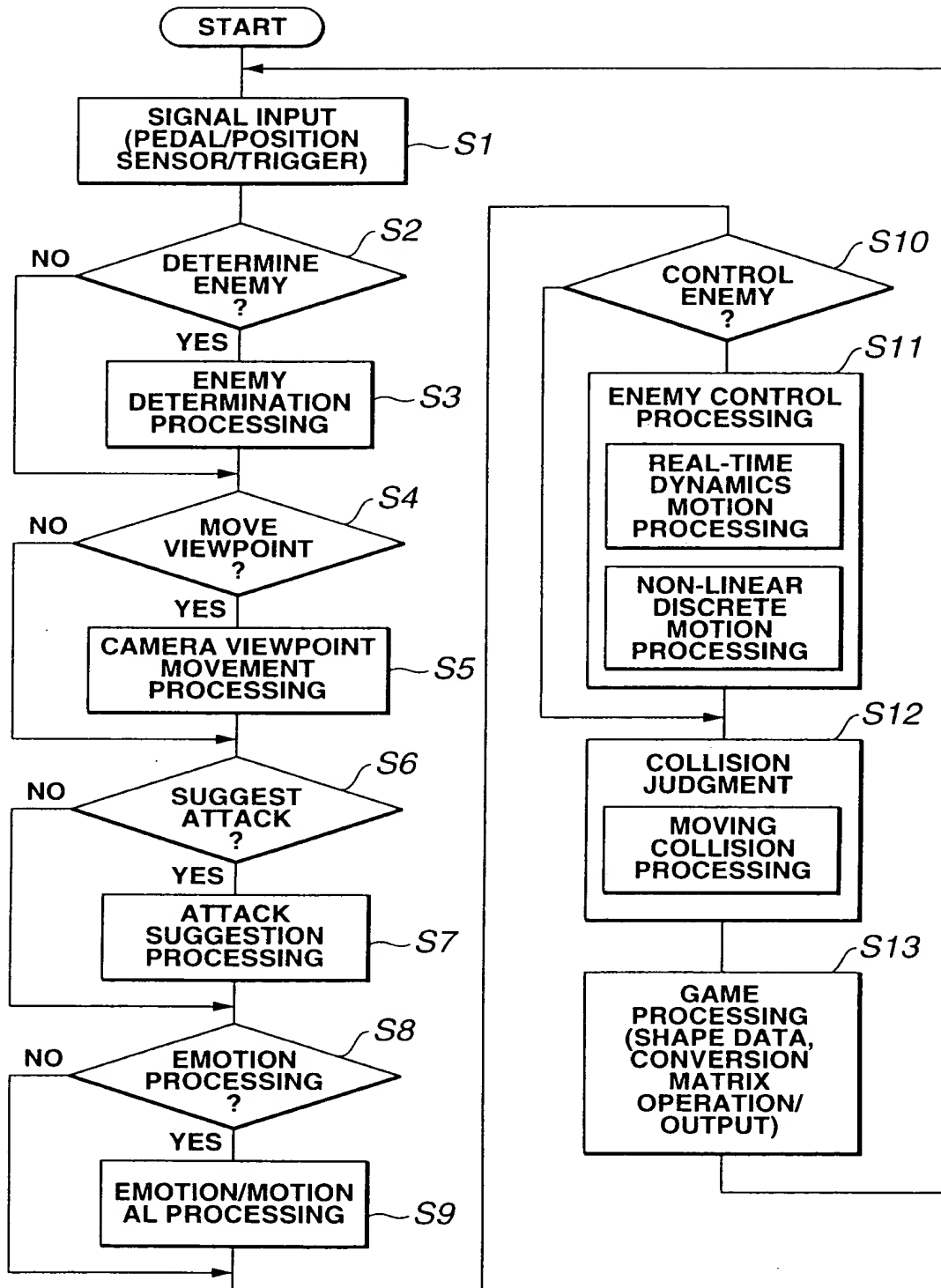


FIG.5



```

graph TD
    START([START]) --> S21[S21  
CURRENT POSITION  
OPERATION OF  
OBSERVABLE  
ENEMY/OBSERVABLE POINT]
    S21 --> S22[S22  
DIRECTION/DISTANCE  
OPERATION BETWEEN  
OBSERVABLE POINT  
AND OBSERVABLE ENEMY]
    S22 --> S23[S23  
MOVEMENT OF  
OBSERVABLE POINT  
(PRESCRIBED AMOUNT)]
    S23 --> S24{S24  
AVOIDANCE  
?}
    S24 -- YES --> S27[S27  
DETERMINE DIRECTION  
FROM CAMERA TO  
OBSERVABLE POINT]
    S24 -- NO --> S25[S25  
OPERATION OF OPEN  
ANGLE θ- OPENING  
BETWEEN CURRENT  
LINE OF SIGHT AND THE  
LINE CONNECTING THE  
CAMERA AND OBSERVABLE  
VIEWPOINT]
    S25 --> S26[S26  
ROTATION OF CAMERA  
DIRECTION ROTATIONAL  
AMOUNT  $d\theta = \theta^{b/a}$ ]
    S26 --> RETURN([RETURN])
    S27 --> S28[S28  
MOVEMENT OF CAMERA  
(PRESCRIBED AMOUNT)]
    S28 --> S29[S29  
DETERMINE  
DIRECTION FROM  
CAMERA POSITION  
AFTER MOVEMENT  
TO OBSERVABLE POINT]
    S29 --> S30[S30  
ANGLE α OPERATION]
    S30 --> S31[S31  
CAMERA ROTATION  
(0.8α TO 1.2α)]
    S31 --> S27

```

FIG.7

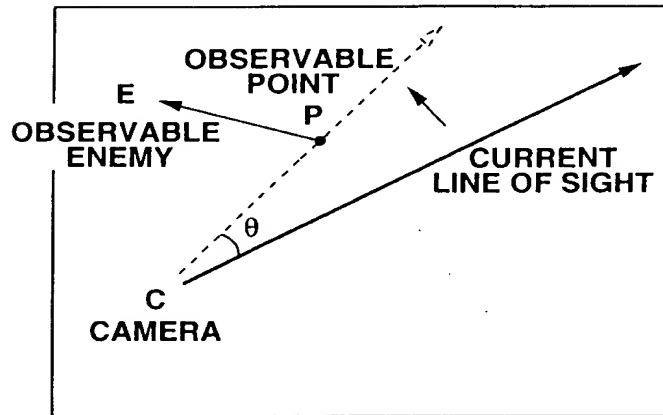


FIG.8

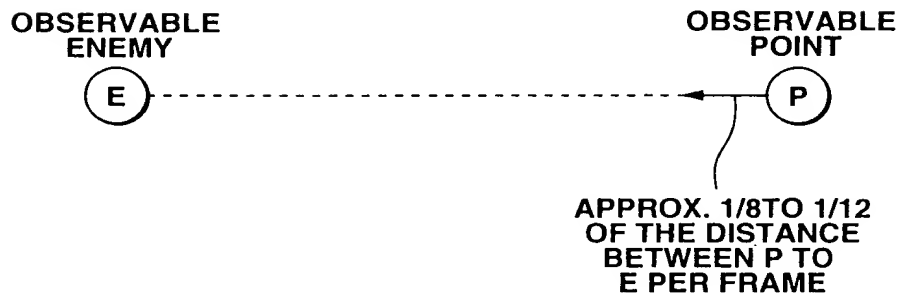


FIG.9

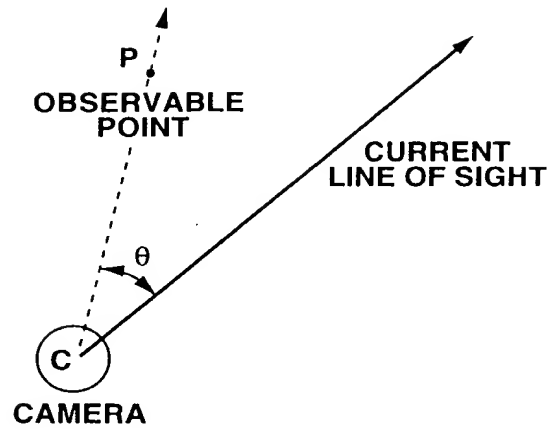


FIG.10

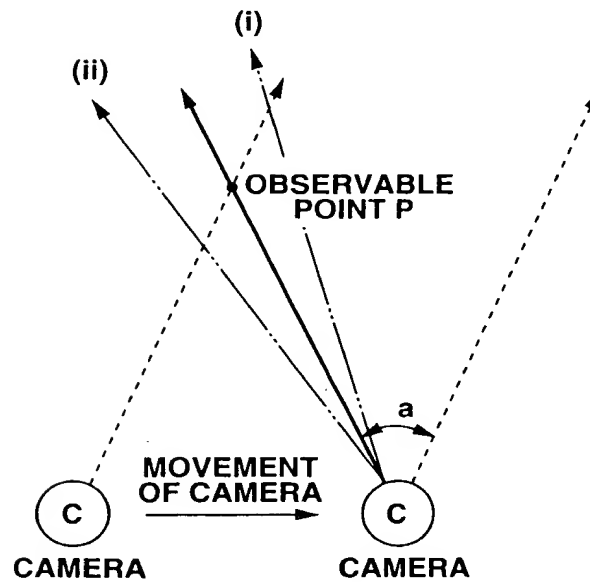


FIG.11

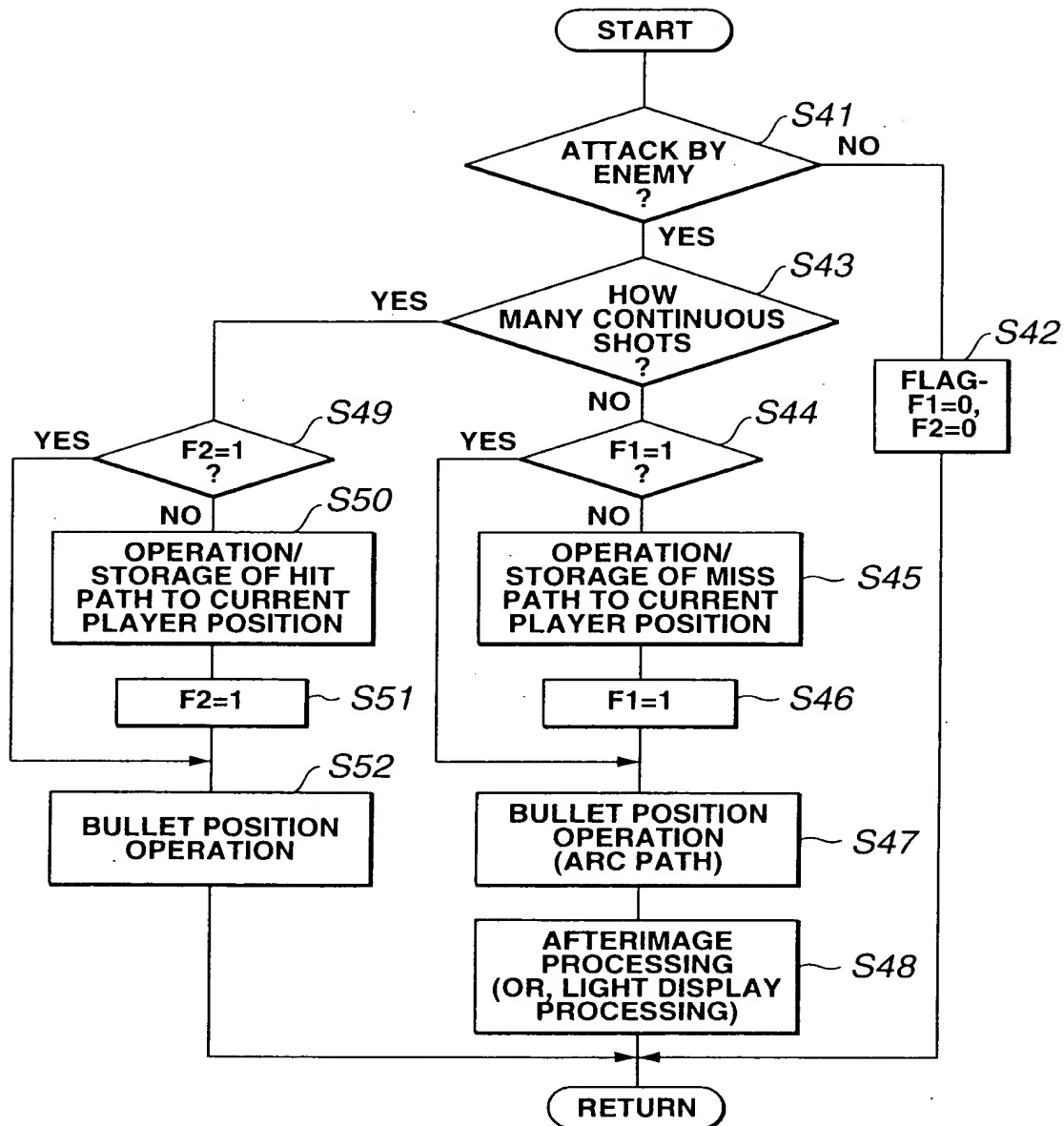


FIG.12

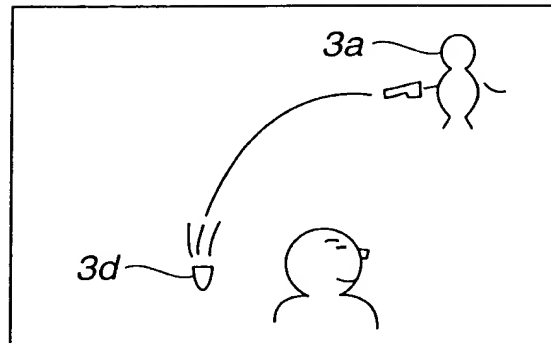


FIG.13

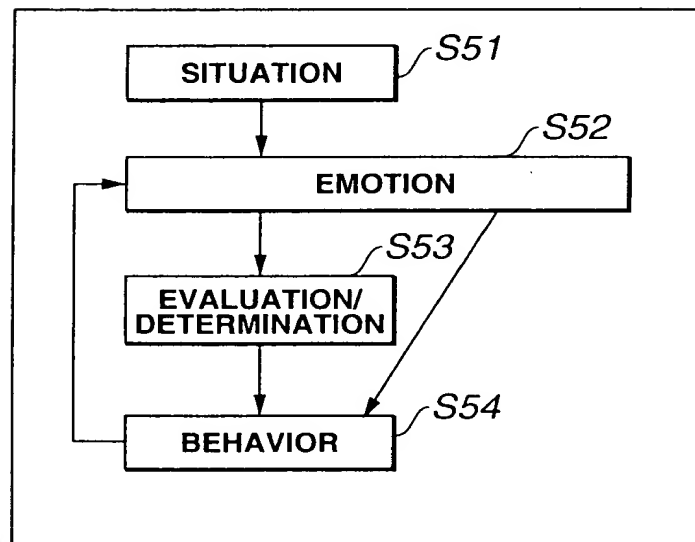


FIG.14

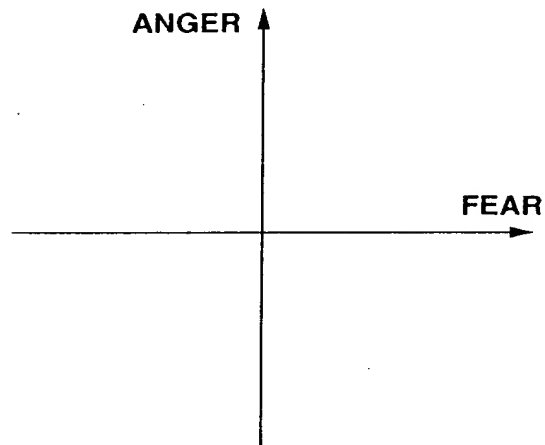


FIG.15

GAME AI CONCEPTUAL DIAGRAM

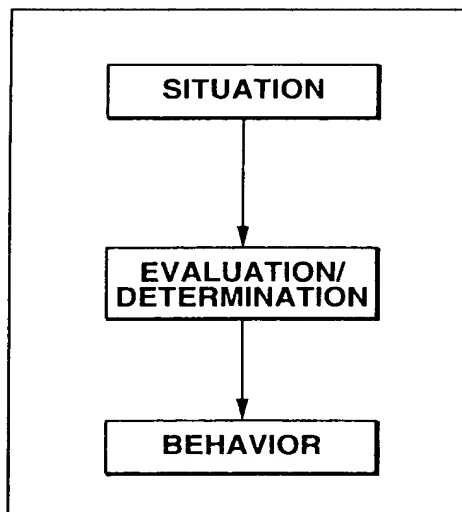


FIG.16

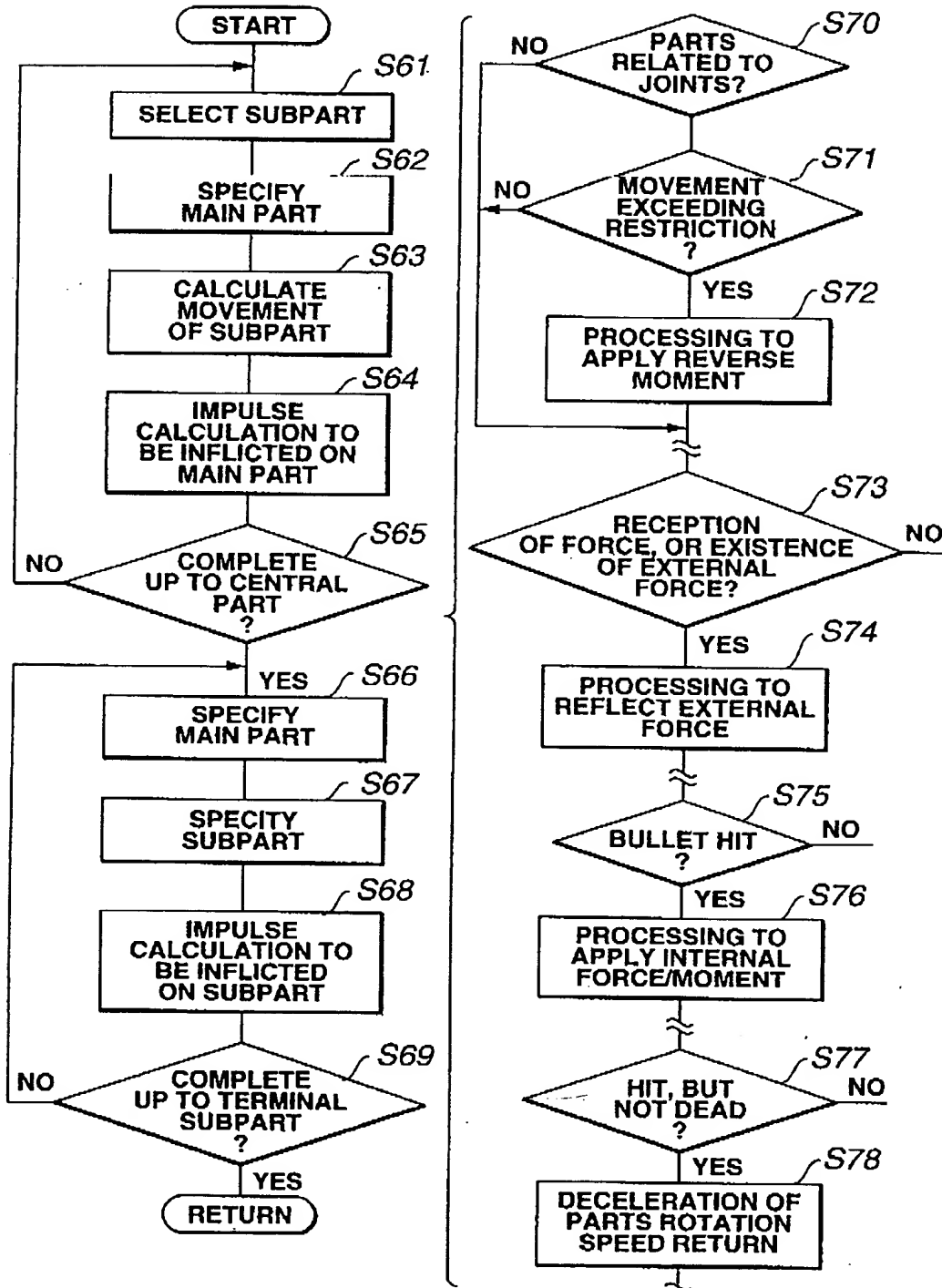


FIG.17

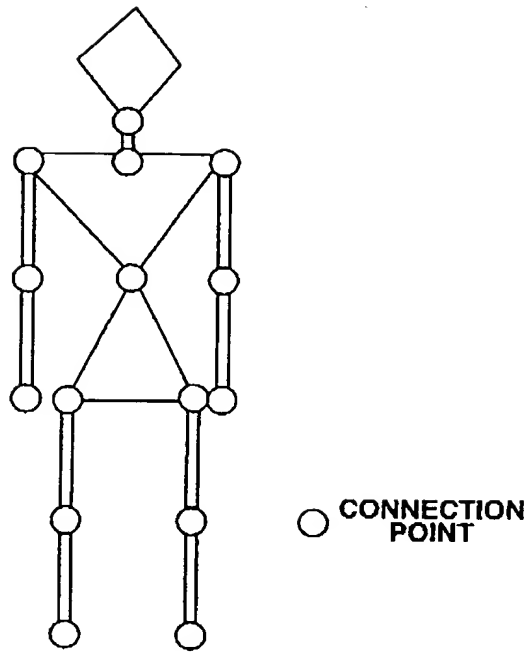


FIG.18

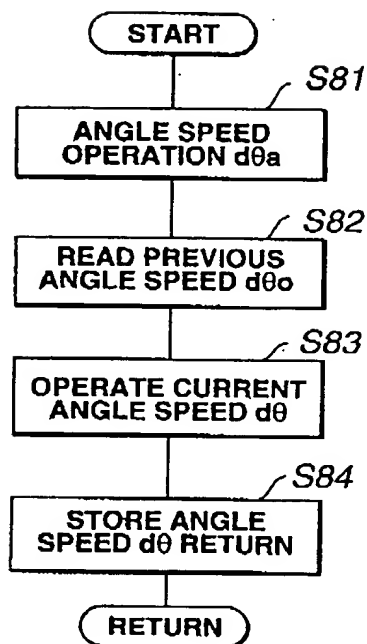
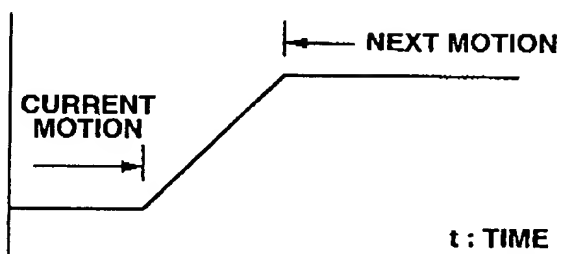


FIG.19

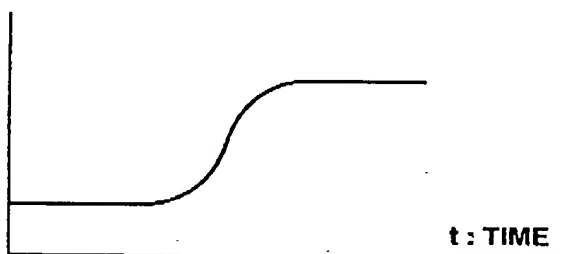
LINEAR INTERPOLATION
 θ : ROTATION ANGLE



FUNCTION CURVE OF LINEAR INTERPOLATION

FIG.20

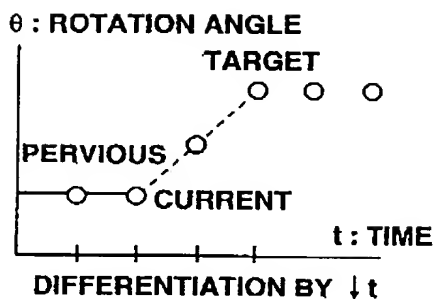
TERTIARY CURVILINEAR INTERPOLATION
 θ : ROTATION ANGLE



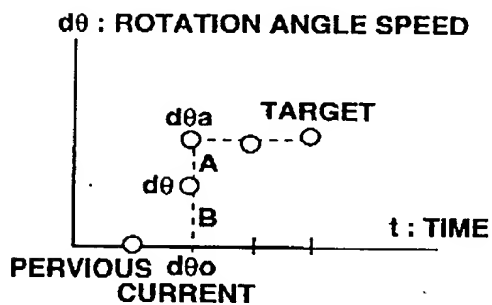
FUNCTION CURVE OF
 TERTIARY FUNCTIONAL INTERPOLATION

FIG.21

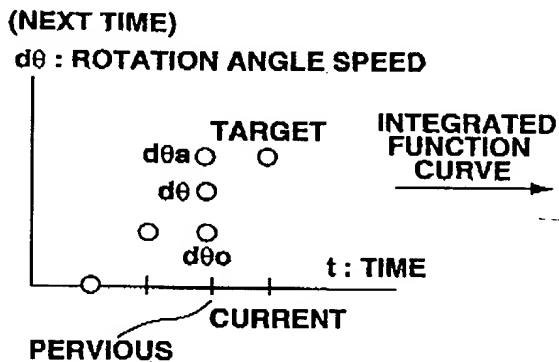
(a)



(b)



(c)



(d)

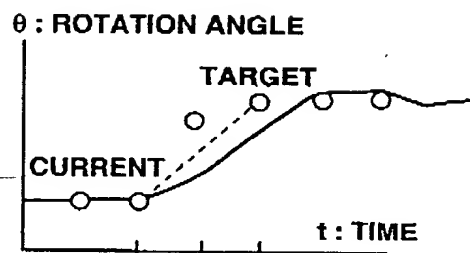


FIG.22

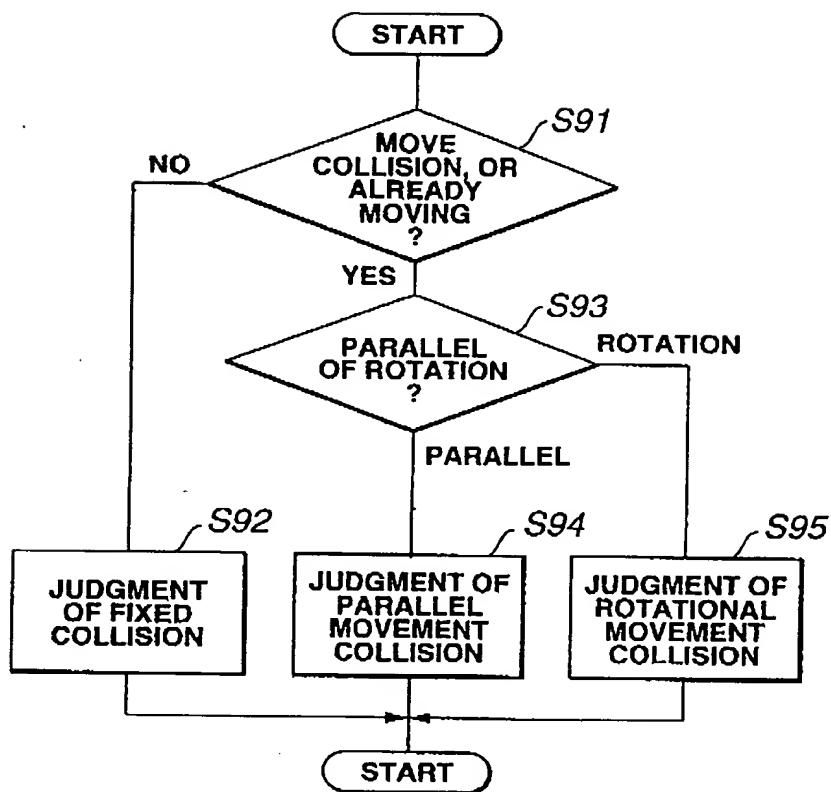


FIG.23

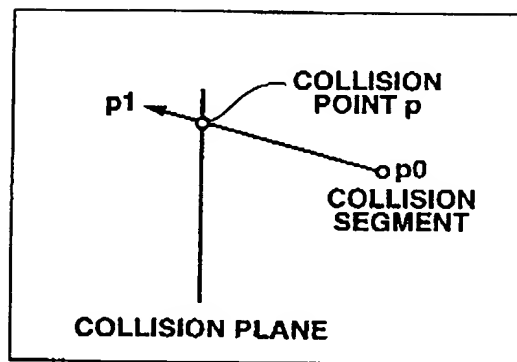


FIG.24

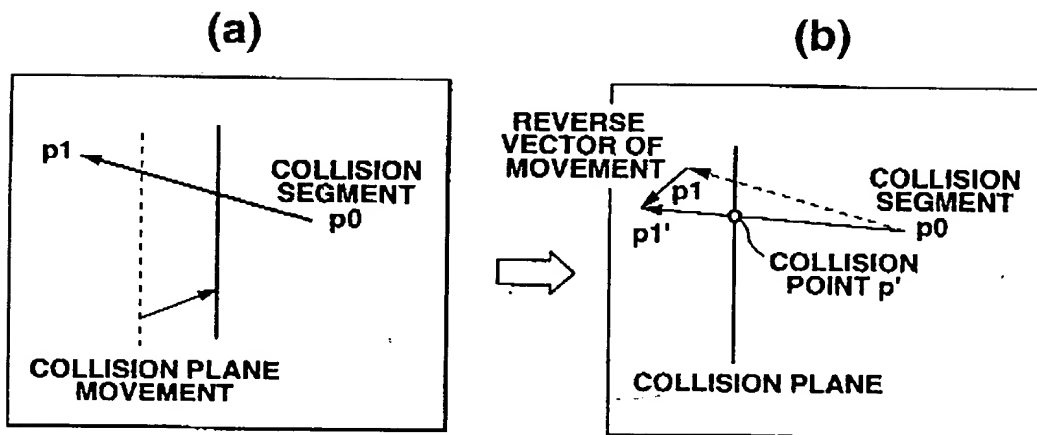


FIG.25

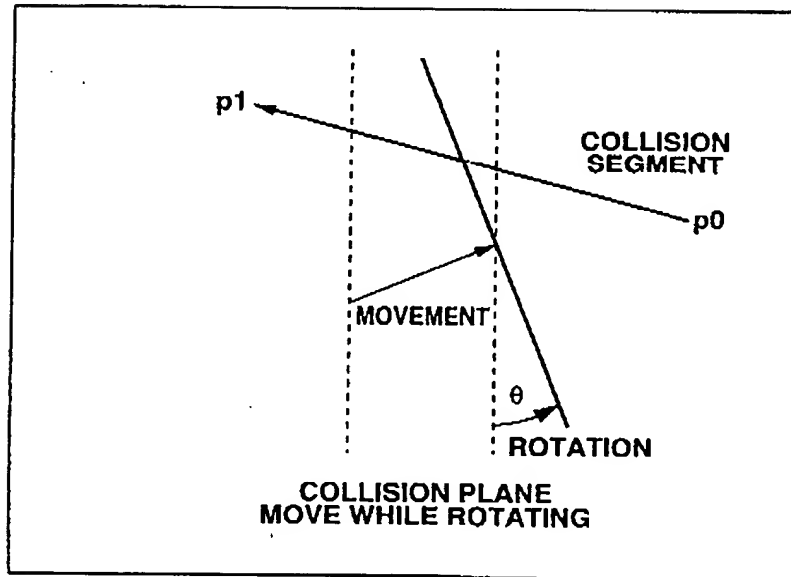


FIG.26

